

A NEW GAME FOR YOUR ATARI 2600!

MARBLE CRAZE

The title 'MARBLE CRAZE' is displayed in a large, white, stylized font against a black background. Between the two words, there are three horizontal rainbow-colored lines. To the right of these lines is a small, glowing red marble.

Enter the Marble Races! It's the year 2064 and robot marble races are all the rage. Guide your remote controlled marble through increasingly difficult levels to add to your points. Collect power bars to gain extra points and time. Don't lose your marbles!



GAME PLAY

The object of **Marble Craze** is to maneuver your marble through each level to the finish line as quickly as possible without falling off. Each level has a time limit. You start the game with 6 marbles, and you lose a life when you fall off the path or run out of time. If your time runs out, you will be given an additional 15 seconds to finish the level.

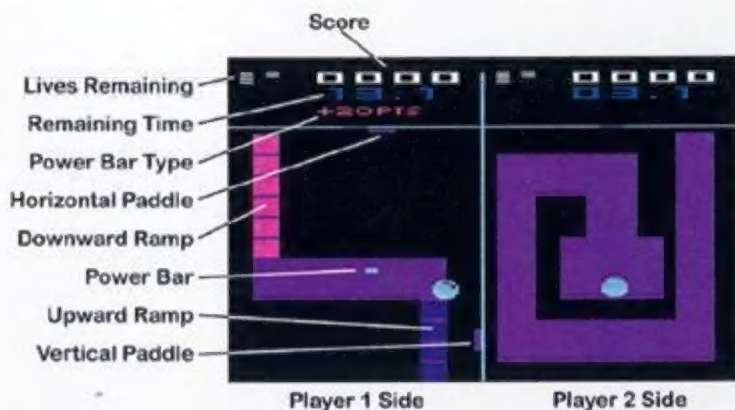
On some levels you will see white bars called **Power Bars**, which will help you through the game. There are bonus point **Power Bars**, bonus time **Power Bars**, 1UP **Power Bars**, and several other types that you will discover. The display below your time will show you the type of a power bar that is currently on your screen. Roll over power bars to pick them up.

There is a special type of **Power Bar** called "walls" that makes it impossible to fall off the path. The first few levels will start you with a "walls" **Power Bar**. The walls will stay active until you finish the level. Use these levels to get accustomed to the controls, because you will find that the levels without walls are much more difficult!

Marble Craze can be played with one or two players. The screen is split vertically into two areas. Player 1 uses the left side and Player 2 uses the right. During a one-player game, the Player 2 side will display an animation.

Each level is made up of multiple screens. When you roll your marble to the edge of the screen, the game will load the next screen and your marble will reappear on the next screen.

Some levels will have slopes or ramps, which are illustrated by lighter and darker sections of the path. Lighter sections slope down towards the bottom of the screen and will tend to accelerate your marble downwards, while darker sections push your marble upward.





USING THE CONTROLLERS

Marble Craze uses the paddle controllers. Each player uses a set of two paddles. One paddle controls the vertical movement and the other controls the horizontal. Player 1 uses the set of paddles on the left controller port, and Player 2 uses the right paddles. Players will see a bar to the right of and above their play field. These bars indicate the paddle positions and show you how sharply you are accelerating the marble in each direction.

The two-paddle control scheme is tricky to use at first, but with some practice, it will become much easier. Make sure you place your paddles on a surface where they will not slip.

Pressing any paddle button will pause the game. Press the button again to resume.

On the title screen, Player 1's horizontal paddle may be used to change the options and start the game. Turn the paddle to highlight the options, and press a button to change the option or start the game.



CONSOLE CONTROLS

On the title screen, pressing Game Select will cycle through the combinations of players and starting level. Pressing Game Reset on the title screen will start the game with the selected level and number of players. Pressing Game Select during game play will abort the game and return to the title screen. The Black and White/Color switch will disable the animation on an inactive player's screen when set to Black and White. The difficulty switches are not used in this game.



SCORING

You score points by finishing levels and by picking up some types of Power Bars. At the end of each level, you get 5 points for each second remaining up to a maximum of 250 points. For every 1000 points you score, you will receive an extra marble. If you are able to complete the last level, you will receive a bonus of 250 points, but it's a tough one!

Reaching 4000 is really impressive, but it is possible to score over 5000 points. You'll have to complete all 18 levels in one game and get almost all of the bonus point Power Bars. I have yet to reach the 5000 mark. Good luck!



LEVELS

Marble Craze contains 18 levels. You can set the starting level to 1, 5, 10 or 15 from the title screen. The first 4 levels are quite easy and all have "walls". Levels 5-9 are more challenging, and levels 10-18 go from difficult to extremely difficult. To get the best scores you will have to complete all the levels in one game.

The game will play music while you play. There are three different in-game tunes that you will hear as you progress through the levels.



HINTS AND TIPS

- Get all the Power Bars you find and figure out how they work.
- Explore levels carefully. There are some hidden bonuses!
- Get to know where the center of the paddle is by feel.
- Caution usually yields a better score. Don't waste your reserve marbles trying to speed through levels.
- It may help to secure your two paddles. If you want to be able to easily remove them, you might try using Velcro.
- Make sure your paddles are clean and jitter-free. The hardest levels don't leave much room for error! If your paddles are jittery, open your paddle controllers (just remove the two screws) and spray tuner cleaner (available from Radio Shack and electronics stores) into the potentiometer inside.
- I do better with original Atari paddles. My Gemini and Commodore paddles were less sensitive and required more rotation for the same effect which, for me, made the marble much more difficult to control.

"Marble Craze" game program © 2002 Paul Slocum. Label and logo designed by Daryl Litts.
Levels 12 and 13 created by Manuel Polik. Cartridge made by Hozer Video

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Hozer Video

